operation timing data storage means for storing operating timing data indicative of timings at which the player should operate the controller to meet preprogrammed game criteria in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music CD; and

C1

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgment such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgment means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

C2

5.   (Amended)   A game distribution device for distributing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, wherein the game distribution device comprises:

means for distributing operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and

means for distributing program code, as at least a part of the game program code, said code being operative for causing the computer to function as

(a) commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

(b) commercially available CD judgement means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing

function to judge whether or not the commercially available music CD is the predetermined commercially available music CD based on the recorded content read; and

(c) music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

8.   (Amended)   An information storage medium storing game program code and game data, said game program code and game data comprising:

(1) instructions for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium which records at least music data, to reproduce music based on the recorded content read,

(2) operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium, and

(3) program code, as at least a part of the game program code, for causing the computer to function as

(a)   commercially available music information storage medium reproducing means for reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function;

(b) commercially available music information storage medium judgement means for reading recorded content from a commercially available music information storage medium

by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

(c) music game execution means for causing the commercially available music information storage medium reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium judgement means, is the predetermined commercially available music information storage medium, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

9. (Amended) A game device having a controller operated by a player in accordance with game music, comprising:

music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judging by the music data judgment means that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

10.   (Amended)   An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, said program code and game data comprising:

program code operative to cause the computer to function as

(a) music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

(b) music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

(c) operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

(d) music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judgement such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

12.   (Amended)   An information storage medium storing game program code and game data, said game program code and game data comprising:

(1) instructions for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the recorded content read,

(2) operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced

based on the recorded content read from a predetermined commercially available music information storage medium, and

(3) program code, as at least a part of the game program code, for causing the computer to function as

(a)   a commercially available music information storage medium reproducer which reads recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function ;

(b) a commercially available music information storage medium judgement unit which reads recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

(c) a music game execution unit which causes the commercially available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducing function, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

13.   (Amended)   Game program code for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the recorded content read,

the game program code for controlling the computer to perform a plurality of operations comprising:

receiving operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium;

reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function;

reading recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

causing the commercially available music information storage medium reproducing function to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgment such that the commercially available music information storage medium is the predetermined commercially available music information storage medium; and

guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.